

Week 27/04/2020

Hello everybody.

Well done for getting as much work as you could done last week. I hope you got out for a walk or did some fun things at home. I have a menu of work for you this week. Some are optional meaning do them if you like! Parents can pick and choose the work. Don't worry if you don't get all work done!

Before you start here are some riddles for you to read!

1. Why did the jellybean go to school?
2. Which letter of the alphabet has the most water?
3. What object is king of the classroom?

The answers are on the next page – try and figure them out first though!

Spellings: Read the words aloud and learn each day. These ou words make the long oooh sound.

Mon: wound, coupon, soup, toucan

Tue: youth, through, throughout, mousse

Wed: route, tourist, troupe, group

Thurs: routine, boutique, bouquet, souvenir

Optional: You can use www.spellingcity.com to take part in lots of fun spelling activities. Input your spellings and play. Remember this is optional so you don't have to do it! If you like, write three sentences using any words from the spelling list. Don't pick easy words, pick words that will challenge you!

Mon: Reading: The Talking Horse: Read Unit 26 Two Games to Make.

Read the title and look at any pictures. Read the story twice. Complete the activities A&B.

Tue: Unscramble the letters (anagrams) to find the words. You are given the first letter of each word. All the words are in the story. Write the anagrams and answers in your copy. The first one is done.

dare = read

grinsco s_ _ _ _ _

ward d_ _ _

heaps s_ _ _ _

lamp p_ _ _

notes s_ _ _ _

achetap p_ _ _ _ _

mega g_ _ _

The answers are on the next page but try not to look until you've spent time trying to figure them out. Remember all the words are in the story!

Look up any three red words you don't understand in your dictionary/on line dictionary. Write the word and meaning in your English copy.

Wed: Design a new game using any items you like. One example might be using pebbles or tin cans. Write out clear instructions for your game and number each step. List the things you need first and then write your instructions (See Geography section for Treasure Hunt to help with remembering how to write instructions). You were able to design your own obstacle course during games class, this is like that. Play the game at home. Have fun!

Thurs: Spend half an hour reading any book you like (just like library time in school). If you can read to someone even better even if it's to your pet, doll or favourite teddy! Please record the books you have read or listened to on line while you are off school on your Book Record Sheet you have in your folder or on a blank sheet of paper.

Friday: Write a story about anything for 15 minutes. Set a timer and write about anything. Some suggestions are; The Mad Cat, The Fierce Dragon, The Crazy Scientist or The Angry Ant. Remember you can pick your own title. Write the story in your copy and don't forget to start a new page and put the title and date on top. Draw a picture of your story at the end. Colour it.

Answers to riddles and anagrams:

1. To become a smartie!
2. The C!
3. The ruler!
4. A cold!

Anagrams: read, scoring, draw, shape, palm, stone, pacheta, game.

Maths:

Tables: Mon + 3, Tue -3 , Wed ÷ 3 Thurs x 3

Mental Maths: Complete Unit 24 Monday – Friday.

Mon: Maths Lines and Angles following Mathemagic Chapter 28 page 131 to 132

Revise the following straight lines with your child; vertical and horizontal

A vertical line is a straight line that goes up and down |

A horizontal line is a straight line left to right _____

Use pictures on page 131 of their book to discuss what each line looks like. Ask the child to find examples of these lines in their home or outside, draw and label them. Complete the questions on page 131 in their copy.

Tue: Revise the vertical and horizontal line. Get them to draw and label them again. Move onto parallel lines. Explain that parallel lines are lines that will never meet and are always the same distance apart example train tracks. Use pictures on p132 to discuss. Ask your child to find examples of parallel lines at home or outside. Draw them and label. Complete the questions on p132.

Wed: Revise the different lines again. Complete Mathletics (any topic of your choice)

Thurs: Mathletics (any topic of your choice)

Friday: Catch up on any Maths work not completed. Don't forget to do Mental Maths each day.

Gaeilge:

Complete: Ceartlitríú Súil Siar p55-56. Learn Irish spellings and just do a couple of activities each day. If the chapter is done already, just learn the spellings again.

Fóclóir Nua: Airgead (New words – learn two per day)

Cent amháin – 1c

Dhá cent – 2c

Cúig cent – 5c

Deich cent – 10c

Fiche cent – 20c

caoga cent – 50c

euro – €1

dhá euro - €2

cúig euro - €5

deich euro - €10

Read the following poem out loud for a few days and it'll be amazing how quickly you will learn it. Some words rhyme example ubh, subh. You can print it or write it out on paper or into any copy, whichever suits. You can use colours to write the sentences and decorate. Watch Cúla TV on TG4 or RTÉ's School Hub for more Gaeilge. New words: práta = potato glóthach = jelly

Is maith liom.....

Is maith liom bainne,

Is maith liom ubh.

Is maith liom im

Agus is maith liom subh.

Is maith liom cáis,

Is maith liom práta.

Is maith liom arán

Agus is maith liom cáca.

Is maith liom glóthach,

Is maith liom cabáiste.

Is maith liom seacláid

Agus is maith liom oráiste.

Is maith liom cóc,

Is maith liom sceallóga.

Is maith liom milseáin

Agus is maith liom pancóga.

All the following activities are optional. If you would like to try them.

Art: 1. Design your own painting or drawing for a museum. Don't forget to colour in a frame around it.

Or 2. Design a new wrapper for a chocolate bar. You can name the chocolate bar if you like. Make it colourful.

Geography (Optional)

How to Create a Treasure Hunt.

A treasure hunt is a game in which players use a map or clue to search for a hidden treasure. They are often played at birthday parties. Not only are treasure hunts great fun to take part in, they are also enjoyable to set up. There are lots of different ways to do it. No two treasure hunts are the same! Follow these instructions to create your own treasure hunt.

Equipment

Treasure (ideas can be chocolate, coins, pens, yo-yos, sweets, hairbands, notebooks), paper, treasure chest or any box (you can decorate it if you like), colourful pens and markers.

Method:

1. Choose an area for the treasure hunt to take place.
2. Select the treasure to hide.
3. Place the treasure you have selected in the treasure chest or box.
4. Hide the treasure chest or box.
5. Draw a treasure map with an X to mark the spot where the treasure is hidden. Make sure you draw other symbols to help the players example you might draw a rough location of a tree on the map (if there's one in your garden), a bench and so on.
6. Give the map to all the players or treasure hunters.
7. Watch the hunt unfold.

Instead of using a map, treasure hunts can also be played by using clues. The clues are hidden and one clue leads to another with the final clue leading to the hidden treasure.

Lots of Science experiments are happening on RTÉ school every day at 11am. Try out a few!

There are also magazines which will keep you busy if you like full of quizzes, stories and word challenges on <https://www.theprimaryplanet.ie/>

Other magazines are Newsflash.